

PHOBOS

NYHETSBLAD FOR ARES - kun for medlemmer

Nr. 200, onsdag 27. august 1997



REDAKSJONELT.

Nå har vi klart det. 200 numre av PHOBOS - og det uten at ett eneste nummer har kommet for sent! Var det noen som trodde at vi skulle klare en slik prestasjon — med noe som tross alt bare er et lite spillfanzine?

Egentlig var det vel ikke det — og egentlig er vi vel helst også glade for at vi ikke var forutseende nok til å se hvilket mammutforetagende dette ville bli, den gang vi satte oss ned for å snekre sammen det første nummeret av PHOBOS. Nummer 1 var både foretagsomt og rimelig tykt; senere nummer har jo ikke alltid klart å komme ut over et par sider. Men der har vi litt av hvert å si på lesernes/Ares-medlemmenes egeninnsats. **Uten at vi får inn mer eksternt stoff er det ikke sikkert at det blir 200 nummer til!**

PHOBOS er på mange måter noe helt for seg selv; redaksjoneltspaltene våre er jo etterhvert blitt kjent for å være mer opptatt av vær- og føreforhold enn av mer mundane (for ikke å si fanniske) affærer. Og bare for å ha det med: Været i Oslo når dette skrives er ikke lenger drepende varmt, men mer behagelig, mildt sommerlig. En passende temperatur å skulle fremstille et jubileumsnummer i...

PHOBOS 200!

Vi har valgt å markere dette store, runde tallet for vårt utmerkede medlemsblad ved å gi ut et ekstra tykt nummer, men uten å satse så friskt som vi gjorde til numrene 50 og 100. I jubileumssammenheng er det vel gjerne mer stas med 250 enn med 200, så vi får se om det ikke blir aktuelt med et mer omfattende nummer, farveomslag etc, om drøye to år. Da er vi jo også kommet til noe i retning av vårt 10-års jubileum...

DETTE NUMMERETS PIN-UP:

frihet

FRA AT MARKEDET SKAL
STYRE LIVET DITT. FRIHET
FRA Å VÆRE AVHENGIG
AV PAPPAS LOMMEBOK.
FRIHET TIL Å KUNNE
VÆRE DEN DU ER.



SOSIALISTISK UNGDOM



En ting er når *Osloavisen* omtaler et live rollespill-arrangement i en artikkel om Oslos syndige natteliv, det er liksom sånt som man kan overse uten så alt for store anstengelser. (Vi vet jo alle akkurat hvor alvorlig man kan ta det som står i avisene.) Men når man gir seg til å dele ut nakenbilder av gamere på Karl Johan, da har man gått for langt. Noen kunne jo få inntrykk av at rollespillere har et sex-liv...

(Den avbildede på omslaget til SUs brosjyre er altså Heikki Holmås, tidligere sjefsbergenser, AD&D-NM-vinner, RegnCon-pamp, sentralstyremedlem i NSSF etc. etc. Vi har gjengitt ett annet av hr. Holmås' PR-utspill for SU relativt nylig, men kan ikke med dette si at vi vil gi ham noe slags "klippekort" til våre spalter...)

SU til valg i ren



Av THOR OLAV MOEN og
MAGNAR KIRKES (foto)

Etter meningsmålingene ser det ikke ut til at de får mange stoler på tinget etter høstens valg. Nå har de heller ikke klær.

Vi snakker om Sosialistisk Venstreparti, som beveger seg farlig nær sperregrensen på fire prosent oppslutning.

Sosialistisk Ungdom (SU) har latt filiene falle og viser frem hele sitt senterparti. De røde ungdommene håper folk sperrer opp øynene når de har stilt opp nakne for å få frem sine politiske synspunkter. De er forberedt på reaksjoner - både positive og negative. Selv hevder de det er blitt mest av det første etter at en valg-brosjyre der sentralstyremedlemmer og andre sentrale SU-ere er avbildet nakne, var klar nylig.

Brosjyren er laget av SUs egne folk, har et opplag på 70 000 og skal i første omgang brukes i forbindelse med skolevalgene.

- Vi vil helst ikke gå ut med navnene på alle som er avbildet, vi vil ikke ha silbrige oppringninger på kontoret, sier SU-leder Heiki Holmås.

Selv poserer han i helfigur på forsiden av brosjyren. Budskapet er fra SUs side alvorlig.

- Poenget er å få frem at det er forskjell på folk. Vi mener frihet til å være den du vil er viktig. Dette er et slag mot reklamebransjens skjønnhetsideal. 80 prosent av alle jenter er ikke fornøyd med kroppen sin, og mange får før eller siden spiseforstyrrelser, sier Holmås.

- For det andre er dette et slag mot høyresidens frihetstankegang, som bare handler om å få mest mulig penger til dem som allerede har mye. Vår frihet betyr at folk skal være seg selv, fortsetter SU-lederen.

- Egentlig er dette en fortsettelse av vår jentekampanje og kampanjen Gutter mot Barbie, sier sentralstyremedlem Inga Marthe Thorkildsen.

- Vi er trygge på våre kropp, og håper vi sender ut signaler om det til andre, sier nestleder i SU, Line Torvik.



MED: Inga Marthe Thorkildsen (til venstre) og Line Torvik flankerer SU-leder Heiki Holmås. Nakenbrosjyren har valgt berettiget oppsikt.



Dette sier motstanderne

AUF: - Jeg ville aldri gjort noe slikt. Hvis SU har gjort det, og står for det, så er det deres sak, sier AUF-leder Anniken Huitfeldt.

Ung Venstre: - Valgkampen er lang og hard. Det ser ikke ut som Heiki Holmås har så mye å bidra med i den sammenheng, selv om han på bildet prøver å skjule det godt, sier Ung Venstre-leder Helge Solum Larsen.

KrFU: - Nå som vi skal danne sentrumsregjering håper jeg ikke dette er et tegn på at Senterpartiet har stjålet klærne deres mens de badet, sier leder i KrFU, Øyvind Håbrekke.

- Hvis SU vil profilere seg på den måten, har jeg ikke noe imot det, det er sporty. Brosjyren har forholdsvis lite tekst og mye bilder. Er det et uttrykk for at SU har

problemer med å vekke oppmerksomhet for sine politiske standpunkter?

Ung Høyre: - Jeg lar meg ikke opphisse av dette på noen måte, sier lederen i Ung Høyre, Bjørn Skaar.

- Jeg skjønner godt at SU forsøker å rette valgernes oppmerksomhet mot noe annet enn politikken, fortsetter han.

FpU: - Det er interessant å se at SU har satt en ny standard for hva som er erotikk og porno, sier organisasjonssekretær Erik Kvistbråten i FpU.

- Tidligere har SU vært engasjert mot porno, nå åpner de seg. Jeg er i utgangspunktet helt enig med dem, folk bør få være hva de er, mener Kvistbråten.

- Jeg synes virkemidlet vitner om at SU er desperate og gjør hva som helst for å få

oppmerksomhet. Men, det er spennlig og morsomt.

Red Ungdom: - Jeg skjønner egentlig ikke hva de vil for noe, sier lederen i Red Ungdom, Marte Michelet.

- Det virker som en gleng studenter som vil være spesielle og alternative står bak, sier Michelet.

- Svart/hvitt-nakenbilder tror jeg ikke slår an. Det er intetalsende, og melder ingenting. Vi ville ikke gjort noe tilsvarende, sier Michelet.

Senterungdommen: - Enten trekker dette oppmerksomheten bort fra det politiske budskapet, eller så har ikke SU noe politisk budskap, sier leder Bjørn Arild Gram i Senterungdommen.

- Vi får presentere den nakne sannhet om SUs manglende politikk, sier Gram.

NOEN TANKER RUNDT NUMMER 200:

Det er ikke hver dag man kan feire nummer 200 av en publikasjon, ihvertfall ikke en man er med på å utgi selv. For egen del kan jeg vel kanskje regne med at NYTT FRA ANIARA før eller senere vil nå opp i dette antallet hele nummer, men innen det har vel PHOBOS passert sitt neste (og større) jubileum! Dette bladet har egentlig klart seg forbløffende bra; vi har greid å holde en utgivelsestakt som mange andre har misunt oss opp gjennom årene, 2 ganger månedlig, hver 2. og 4. onsdag, bortsett fra i desember. Og dette har vi greid temmelig konsekvent: Faktisk har ikke et eneste nummer av PHOBOS unnlatt å komme ut til angitt tid, selv om det i et par tilfeller ikke har vært noe Ares-møte på den onsdagen bladet skulle vært distribuert!

Helt siden nr. 1 kom ut, i januar 1989, har to av de nåværende tre redaksjonsmedlemmene holdt det gående, i medvind og motgang både for bladet og foreningen Ares. Vi har til tider stått for et riktig bredt og variert bladtilbud, og ikke minst vært et fast punkt i spillmiljøet i Oslo. PHOBOS har trykket artikler, omtaler, originale rolle- og brettspill, spillscenarioer og nyheter av betydning for Ares og for hele hobbyen vår. Dessuten har en rekke faste spalter, fra Trond Jansens "2. verdenskrig fra dag til dag" og Jon Venbakkens "Jons Verden" i tidligere nummer, til den nåværende "Ex Cathedra" fra undertegnede, livet opp i sidene. PHOBOS har naturlig nok vært bladet der siste nytt om ARCON og tilliggende aktiviteter er blitt publisert, resultatlister første gang er kommet på trykk, etc. Og i vårt tilfelle er det stort sett snakk om den samme redaksjonen hele tiden!

Nå skal ikke dette bare være skryt heller. Det er klart at den eneste egentlige "konkurrenten" vi har hatt her til lands, HEXAGON-NYTT, har mønstret færre enn 100, men gjennomsnittlig langt tykkere nummer, og formodentlig fortsatt leder trønderne stadig på oss i antall utgitte sider. Så er da også deres blad langt mer av et tidsskrift, med mye vekt på omtaler, artikler og spillreferater der vi (av & til nokså nødtvunget...) har satset på nyheter og klubbinformasjon. Men PHOBOS er da også blitt skapt på mer spontant vis, under enklere forhold, med kort redigeringstid osv. Tross alt har vår standhaftighet m.h.t. utgivelser også medført at vi faktisk har en rekke 2-sidersnummer (og t.o.m. noen ganske få 1-siders!) på samvittigheten.

Dette med de *enklere forholdene* er dessuten av og til bare et annet uttrykk for *akutt stofftørke*: Vi har gjennomlevd det at en rekke tidligere trofaste eksterne leverandører av bra og relevant materiale er falt bort -- vi nevner i fleng Tomas Mørkrid og Kim Strandebø. Ja, ett helt sentralt redaksjonsmedlem, Jon Venbakken, trakk seg fra redaksjonen (og spillfandom) allerede før vi nådde vårt 100. nummer. Heldigvis klarte vi å rekruttere en meget trofast erstatter, Herman Ellingsen, som har bidratt til bladet i smått og stort siden: I det hele tatt kan vi nok fastslå at *PHOBOS overlever*! Det har vi vel nokså ettertrykkelig fått slått fast ved å holde på så lenge som vi har gjort, og det regner vi med å fortsette å gjøre. Uansett om vi heretter får inn en utrolig mengde relevant stoff, eller bare blir avspist med beskjedne smuler fra enkelte skribenters textbehandlere, så skal Ares' medlemsblad fortsette å komme ut i det som man gjerne omtaler som "overskuelig fremtid".

- Johannes H. Berg

Complicating **Cobra**

En variant over et kjent krigsspill av Kjell Windsland.

This set of rules differs from the original COBRA rules in several ways, but the main differences are the new CRT and the new step rules.

All changes here are of cause optional, so feel free to choose what appeal to you and ignore the rest. The CRT is no longer a stepped ratio, but a continous ratio CRT. Also it no longer uses a six-sided die (d6), but instead two 10 sided dice are used to create numbers between 1 and 100 (d100).

The units steps in COBRA have been changed to a number of steps for each unit equal to the number of start strength points (SPs) each unit have. A unit starting with 12 SPs have 12 steps.

3.0 EQUIPMENT.

There are a few things that will be needed in addition to this set of rules:

1. 2d10 dice or 1d100 or any other means to create numbers from 1 to 100. On a roll of two 0 read this as 100
2. Strength markers from 1 to 11. These can easily be made from blank counters.
3. A simple calculator, a slide ruler, a good head or any other means to calculate the combat ratio.

5.0 SEQUENCE OF PLAY. Landing, GT x1

Step 2: Roll a d100 for each paratroop unit. On a roll of 16 or less it scatters. Units from the 82nd Airborne scatter on rolls of 33 or less. Roll a d6 for scatters as usual.

Step 4: Ignore this step, but overstacking, both here and elsewhere in the game, is resolved as follows: The surplus units are not eliminated, (it takes more than overcrowding to kill people), but the other player place them in any adjacent hexes at his discretion.

Step 5: If the German player (GP) can use steps for shifts.

Against Adjacent units: 1 SP spent gives a shift of one column to the right, for example from 1,5:1 to 2:1. 2 SPs spent gives a two column shift and 4 SPs can be spent by shifting 2 different adjacent attacks by two columns, but 1 unit cannot shift a single attack by more than two columns.

Against not-adjacent units: 2 SPs spent, gives a one column shift to the right, 4 SPs spent, gives a 2 column shift.

A German unit can for example spend 3 SP by using 1 against an adjacent unit, and 2 against a non-adjacent unit, shifting each combat 1 column.. If the intervening hex is occupied by an allied unit this shift is not blocked.

Step 6: Landing attrition ratios on Beach hexes (The allied unit is the defender in these attacks):

Omaha Beach	Use the 5:1 column*	
Utah Beach	Use the 3:1 column	Terrain shifts (Town) as
Gold Beach	Use the 2:1 column	pr. the COBRA rules.
Juno Beach	Use the 2:1 column	
Sword Beach	Use the 1,5:1 column	

Paratroopers use these ratios:

Clear	2:1	Town	3:1
Bocage	3:1	Bocage light forest	3:1
Heavy forest	4:1	City	4:1
Marsh, beach or coast	5:1	(Many paratroopers simply drowned).	

British paras (not commandoes) and units from 101st US airborne shift one column to the left.

More on column shifts are found in 9.4 Combat resolution.

When resolving landing attrition use this procedure: Roll 1d100 for each unit. Halve this result so that f.ex. 83=42. Use this halved result on the CRT using the column found above and follow 9.4 Combat resolution to apply the result, but note that all these losses must be taken as SP losses. No retreats are possible. No modifiers for SP density are used here.

***Optional for gamblers, on Omaha:** After the GP have announced wether he spend SPs for column shifts or not, the Allied player (AP) can roll 1d10. If he choose this option, a die roll of 0-2 gives a

one column shift to the left, results from 3 to 7 gives no change, while results of 8-9 gives one extra column shift to the right (bad luck).

Step 7: These rules only applies to units on a beach who have lost more of their combined original strength than

Omaha	14 SPs
Utah	7 SPs
Gold	6 SPs
Juno	7 SPs
Sword	5 SPs

No evacuated unit(s) are eliminated, but they enter the game in GT1 (16-18 juli) with full strength.

An allied unit cannot land in an evacuated Beach hex in EnZOC if the EnU who is exerting the ZOC also is in a Beach or Coastal hex. Even a friendly unit is in the Beach hex do not negate this.

DUs cannot be placed in Beach hexes, but they can be placed in evacuated Beach hexes.

US units can enter the map in Utah and Omaha. British and Canadian units can never enter here, but all can enter in a Supply Source.

6.5 OVERRUN.

A defender in overrun must follow the same rules as in normal combat as far as loss/retreat is concerned with this exception: When the final result is found, shift 1 column to the right to find the loss for the overrunner. The defender finds his loss as normal. Possible outcomes:

1. The defender is eliminated: Attacker must take his loss as in combat and advance into the overrunned hex. Movement can continue if enough Movement Points (MPs) are left.

2. The defender retreat to reduce loss: Attacker must take his loss as in combat and advance into the overrunned hex. Movement can continue if enough (MPs) are left.

3. The defender take his loss and stay: Attacker must take his loss and stay, or he can retreat 1 hex and reduce his loss with 1SP.

If the attacker take any losses or retreat, the remaining MPs are reduced with 1 MP for each SP lost. If the defender stay, the attacker cannot move any further this turn. This also means no move in the MPh.

6.6. DISENGAGEMENT: BREAKOUT - DESPERATE BREAKOUT.

It only cost 1 MP extra to disengage from an Enemy Zone of Control (EnZOC) if a friendly unit is left in the hex. This means that only the last unit pay 2 extra MPs to disengage.

A unit completely surrounded by EnZOCs, but still in supply through an adjacent Friendly Unit, (FrU), can attempt a breakout.

Units Out of Supply (OOS), and completely surrounded by EnZOCs and impassable terrain can attempt a desperate breakout (DB).

Rules common to both types of breakout.

- A breakout must always be towards friendly lines and supply.
- The breaking-out unit(s) will have to fight, but they will be called the defender in this type of attack.
- The attacker will be all the enemy units (EnUs) that exerts a ZOC on the moving unit.
- The breaking-out unit(s) must all have enough MPs to make the move (terrain + 2 MPs for disengaging).
- All bonuses/penalties apply. (Divisional Integrity and supply etc)*
- Before any move, the phasing player must state which hex he will attempt to reach. In breakout this hex will be an adjacent FrU occupied hex. In DB it will be a non-occupied hex.
- The only shifts allowed is terrain shifts to the left based on the hex moved from, and one column shift to the right for the attacker. (Note: This shift is for shooting the breaking-out unit(s) in the back as they withdraw).

- h. All losses must be taking at once. Of course no reduction for retreats are possible.
- i. Just like overrun, breakout attempts are not considered combats and do not need a Support Point (SuP). Breaking-out unit(s) can participate in combat in the combat phase.
- * With the Korsun option (7.2) in play, units that gets divisional integrity as defender also gets it here.

6.64 BREAKOUT.

The non-phasing player (the attacker) will never take any loss as breakout is a kind of disengagement. The combat will therefore take place on the zero-loss curve for the attacker. Following this curve one will see that there is no possible loss for the defender (the breaking-out unit(s)) at ratios of 1.75:1 or less. This means that at final ratios like this (corrected for terrain and "shooting in the back"), any unit can break out freely.

For all other breakouts, combat follow the zero-loss curve to where it cross with the final combat ratio. Read the loss for the outbreking player there.

EXAMPLE: Two german armor units in bocage with a combined strength of 4 is surrounded by EnZOCs except for one hex where the terrain is marsh. But in one of the EnZOCed hexes and therefore adjacent to the two units, is another German unit. The 7 US units that excerts the ZOCs have a combined strength of 20. As it is not possible for armour units to move into a marsh hex, the two units will attempt to break out by moving into the hex with the adjacent German unit.

The units are in supply through the other German, so the ratio is 20:4 or 5:1. Shifts are one to the left for bocage and one to the right for shooting in the back. Following the zero loss curve to the final ratio 5:1, one finds that the defenders loss is 50 %. This means that the German must lose 2 SPs out of his 4 SPs before he can move into the adjacent hex.

It is actually possible for three units to break out to the same adjacent hex, but the unit(s) there must be able to move afterwards to avoid overstacking, else the non - phasing player will have the option to move them to an adjacent hex, see 7.0 Overstacking.

6.65 DESPERATE BREAKOUT.

Due to the status of OOS, units attempting DB are halved in strength and may become even weaker by attrition (11.4), but any losses must be taken from the full remaining strength. Apart from this fact and that the moving units are considered the defender, combat is performed normally at the calculated ratio by rolling a d100. In DB a real combat take place since the moving must fight to escape, so the outcome can be that the non-phasing player might recieve losses as well.

EXAMPLE: A US infantry division with 10 SPs left, is cut off in clear terrain, and nearly surrounded by EnZOCs from 3 German units with a total of 5 SPs. The only EnZOC-free hex is further behind the enemy lines. The US unit cannot go for this hex, but must try to reach its own lines by a DB attempt or suffer attrition. The prerequisite is that one of the other 5 hexes must be vacant. After stating which hex it will try to reach, the ratio is found to be 5:5 or 1:1. But shifts are zero for clear terrain and 1 column to the right for shooting in the back, so the final ratio is 1,5:1. Resolve the combat as in 9.4 (Combat resolution). Remember losses for the american must be taken, no retreats to reduce loss are possible. US losses must be calculated as % of 10 SPs. But the German units can retreat to reduce his loss if he wants to. This must be done after the American har resolved his move.

6.75 TERRAIN EFFECT ON MOVEMENT.

During the same MPh, a unit that enter a hex along a road paying the road movement cost must also leave the hex along a road. If it leave the hex by a non-road hexside it must first pay the normal terrain (non road) MPs for the hex. (The rationale for this is simply that if you leave the hex along a non-road hexside you have already left the road, and should pay the corresponding MPs for the hex where you left the road.)

A unit cannot cross a major river to or from a marsh hex unless along a road.

EXAMPLE: It is possible to move from 2218 to 2219 but not from 2218 to 2319. A move along the road from 2119 to 2219 is also possible. By the way. Hex 2219 is crucial to hold for the German player as long as possible, since this hex blocks any move from 2119 to 2120 Carentan.

6.100 FORCED MARCH.

German units can (in clear or overcast weather) be force marched up to their full movement allowance each GT (except in storm), but with a possible loss. The GP states for each unit he wants to move, how many MPs he wants for that unit. If he wants more than allowed due to weather, he must consults the Forced March Chart, (FMC).

On the left side of the chart is the d100 results. Under the table are two sets of numbers. One is for clear weather, and one set is for overcast. The dots represent halve MPs. It is for example possible to try to get 7.5 MPs. The full MPs for German units are always 12, 9 or 6 MPs. The GP finds the row corresponding to his wanted forced march at the present weather and roll 1d100.

If the result is 00 or 01 all movement is lost but without any further loss. This means that the unit is finished for this turn.

If the result is above the loss curve, the German gains his wanted MPs and can move on.

If the result is below the loss curve, he also gains his MPs, but at a possible loss. He must roll a new d100. This new result directly gives the % loss of the units current strength that it must take immediately (calculation of % loss: see under 9.4 Combat Resolution). These lost SPs can however be traded against reduced movement in the following way:

For armor/mech: 1 SP loss can be traded for 2 MPs of reduced movement.

For infantry: 1 SP loss can be traded for 1 MP of reduced movement.

Now, if this new d100 was above the top curve when crossing the result with the column for the gained MP, nothing more happens, but if the result was below the top curve more losses occur.

If the result was between the top curve and the loss curve the gained MPs is reduced with one in addition to the loss in SPs.

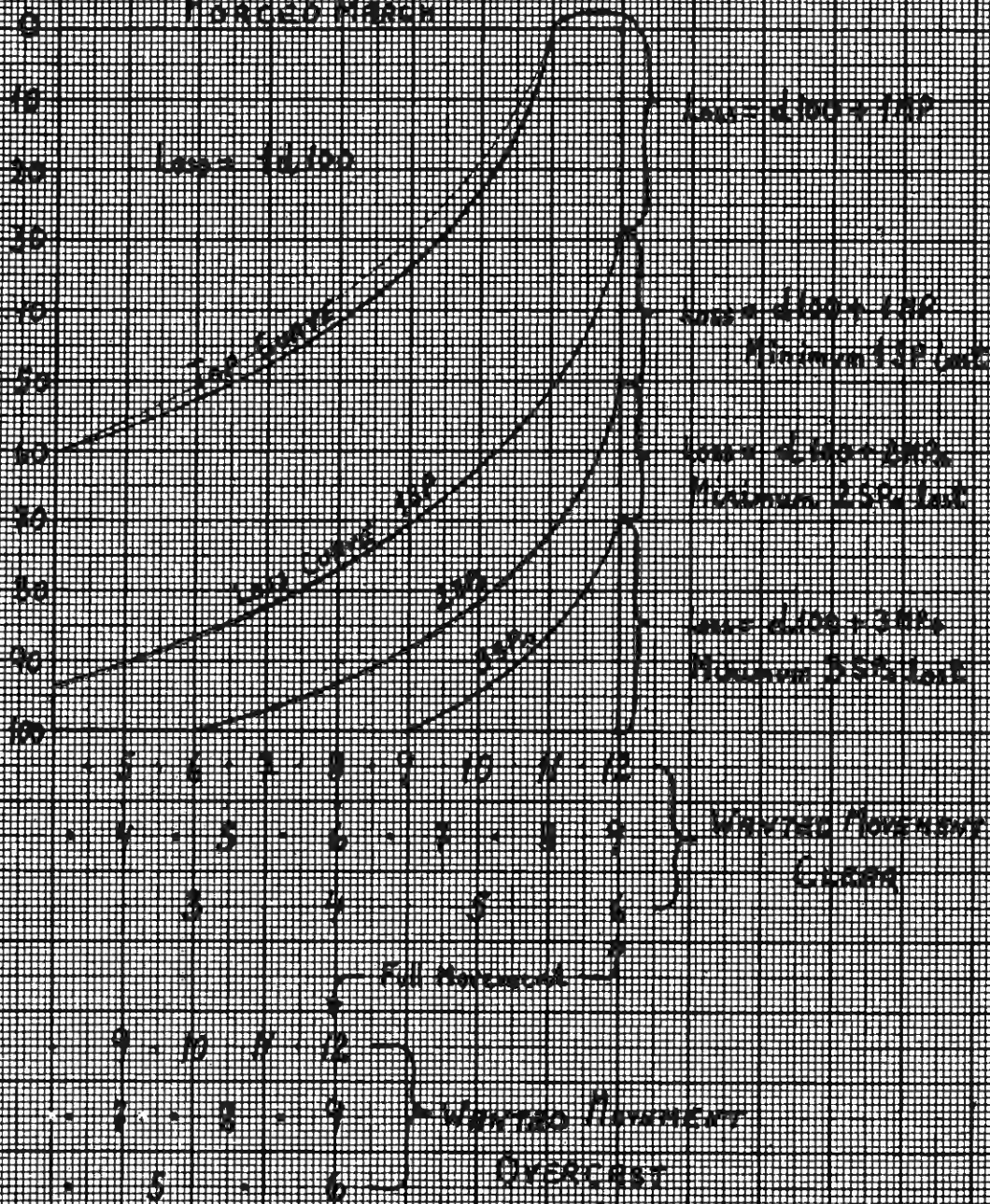
If the result is below the loss curve, the losses can be more severe, with a further reduction of gained MPs and with minimums of SPs the must be lost. This can even result in the total elimination of units:

EXAMPLES: It is clear weather and a German Panzer unit having only 4 MPs wants a movement of 10 MPs. Its full movement allowance is 12 MPs and its current strength is 8 SP.

- 1: The first d100 is 60. This is above the loss curve and the unit have gained its 10 MPs (although at a slim margin, 63 is below the loss curve).
- 2: The first d100 is 69. This is below the loss curve. The unit gained its 10 MPs, but at a possible loss. A new d100 is needed to solve this problem.
- 3: The new d100 is 02. The units loss is 2% of 8 which is 0,16 SPs, which rounded off is 0 SPs lost. The unit was lucky. It gained its 10 MPs with no further loss.
- 4: The new d100 is 07. The loss is 7% of 8 which is 0,56 SP rounded off to 1 SP. As the result also was above the Top curve no further loss was inflicted. The unit can now take 1 SP as loss and move on with 10 MPs, or it can reduce its MPs with 2 to 8 MPs (Armor/mech need 2 MPs to satisfy a loss of 1 SP), and move along with its strength unchanged.
- 5: The new d100 is 37. The loss is $0,37 \times 8 = 2,96$ rounding off to 3. But the result was under the top curve so 9 MPs, not 10 MPs was gained. The 3 lost SPs can all or partly be traded for reduced movement. If all are traded the final movement would be 3 MPs.
- 6: The new d100 is 66. The loss is $0,66 \times 8 = 5,28$ rounding off to 5 SPs. A minimum of 1 SP must be taken as loss, reducing the current strength to 7. If all the 4 other SPs are traded for reduced movement the 9 MPs gained (10-1) is reduced to 1 MP.
- 7: The new d100 is 97. The loss is $0,97 \times 8 = 7,77$ rounding off to 8 SPs, and only 7 MPs was gained (10-3). A Minimum of 3 SPs must be taken as loss, so the strength is reduced to 5, with another 5 SPs to be taken as a further loss. As only 3 SPs can be traded for movement the final result is that the unit can move 1 MP with a final strength of 3. (It must have been a victim for a very severe air attack.)

Morale is: Do not be too keen on using a too heavy Forced March, but sometimes chances must be taken.

Forced March



HEADQUARTER forced march.

HQs can be force marched in the same way, but if it must take losses it must trade MPs against command radius. For each SP lost, the command radius is decreased with 1. This is only a temporarily loss, lasting only the present GT. A HQ which has its command radius reduced to zero this way, cannot move at all this GT, even if it still have MPs left.

7.0 STACKING.

The maximum is still 1 division/hex or 3 units/hex, but the maximum is also 12 SPs in a hex unless the combined strength of a division is higher (Some German Panzer division have up to 18 SPs/division).

A division reduced to 5 SPs or less is no longer counted as an integral division for stacking purposes, and such a "division" might be stacked with up to 2 other units as long as their combined strength is 12 SPs or less.

Overstacking: Surplus units determined by the owning player are not eliminated but placed in an adjacent hex by the non - phasing player. The placement must be in an EnZOC-free hex if possible, and if the unit was in supply, it must still be in supply after replacement if possible.

7.2 DIVISIONAL INTEGRITY (DI).

To make the Germans somewhat stronger this rule (Taken from the ARMY GROUP SOUTH game KORSUN) can be used for DI:

A german division gets DI in defence, as long as all units from the division is within 2 hexes of each other. There must be no EnU between the units, but an EnZOC into the hexes between the units do not remove DI. In attack all units must be in the same hex to receive the DI benefit (see also addenda).

If one of the units of a division is eliminated, no DI can be obtained for that division.

9.35 TERRAIN EFFECT ON COMBAT.

An armor unit on a road in a marsh hex can only attack out of the hex along the road.

9.4 COMBAT RESOLUTION.

This part is actually the core of the new system. The CRT uses a d100 instead of a d6 and there is a continous ratio change instead of the stepped ratio change in the old CRT. To the left side of the CRT is the d100 results. On the top left and on the left side is the combat results for the attacker in % of the attackers current strength. On the right side is the similar result for the defender. At the bottom is the ratios calculated from the attacker and defenders current strength. The curves themselves are used as aids to find the final result. The curves that goes from top left towards the bottom of the chart is for attackers result, while curves from top right towards the bottom is for the defenders result. For example the 40 % loss curve for the attacker goes from the top at the 1:6 column to the bottom of the 4:1 column.

Shifts: As the ratio is continous it is actually not relevant to talk about column shifts. But as the CRT is drawn on millimeter paper a column shift now correspond to a shift of 10 millimeters.

Some examples of one column shifts:

1/6 to 1/5 (or 1:6 to 1:5) 1/2 to 1/1,5 (or 1:2 to 1:1,5)

1/1,35 to 1,15:1 1,35:1 to 1,85:1

The main point here is that there are no rounding off of the ratio in the defenders favor. The player will not have to look for "the last extra SP to get a favorable ratio", here each SP counts equally.

Before any shifts is applied, "raw" ratio (only attacker vs defender) bigger than 10 = 10 and ratios less than 1/7 = 1/7. This applies again if the final ratio ends up outside these limits.

When the final column has been found and the relevant shifts have been made, roll a d100 and cross this result with the final column. This point will decide the outcome of the combat for both

the attacker and the defender. The attackers result is found by using the left set of curves. If the point is between two curves as it usually will be, one will have to interpolate between the curves to come to a final % loss for the attacker (examples will follow). Using the same point the result for the defender will be found using the right set of curves. Note that it is possible to obtain results yielding no loss for both of the combatants, or for only one of them. The % loss will most likely be different for the two parts, and these results is used to calculate how many SPs are lost for each side.

EXAMPLE: 12 US SPs are attacking 8 German SPs. The final ratio in an attack after shifting for terrain and airpoints ends at 2,72:1. A d100 is rolled yielding a result of 46.

First the attackers result: The point on the 2,72 column at 46 lies between the 20% and 15 % loss curves for the attacker. It is closer to the 20% than to the 15%. Actually it is most likely 17-19%. If the players cannot agree, they should roll a die, but most times it do not matter very much wether it is 17%, 18 or 19%. Lets say that they agree on 18%.

Then the defenders result: The point on the 2,72 column at 46 in this case seems to fall right on the 40% loss curve for the defender.

The losses are calculated as follows:

Attacker: $12 * 0,18 = 2,16$ rounds down to 2 SP (actually: $(12 * 18) / 100$)

Defender: $7 * 0,40 = 2,80$ rounds up to 3 SP

9.41 MODIFYING SMALL AND HUGE ATTACKS.

Combats involving huge forces on both sides tends to create a lot of casualties, while minor engagements is far less bloody. Therefore there is a die roll modifier (DRM) of -5 for all combats where the combined strength (the current strength) of both the attacker and defender is below 9, and a +5 for all combats where this strength is over 25.

9.91 RECORDING LOSSES.

Taking losses is the simple process of either putting a strength marker under a unit that was full strength before any losses was taken, or replace an old strength marker with a new marker under a depleted unit. The number on the strength marker will indicate the units current strength. Markers will have to be made from blank counters, and must be from 1 to 11 (The strongest unit in the game have 12 SPs, this is printed on the counter). It is smart to use both sides of the counters to keep the number of markers down.

Another way to keep track of the current strength of units is to make a list of all units and write down the current strength as it changes. This might also increase the "fog of war" as it will not be possible to see the current strength of enemy units.

9.92 RETREAT/SP LOSSES FOR THE DEFENDER.

Losses can be taken as retreats and strength reductions or a combination of these possibilities according to the following rules:

Losses in excess of 3 SPs (6 for armor/mech) must always be taken as strength loss.

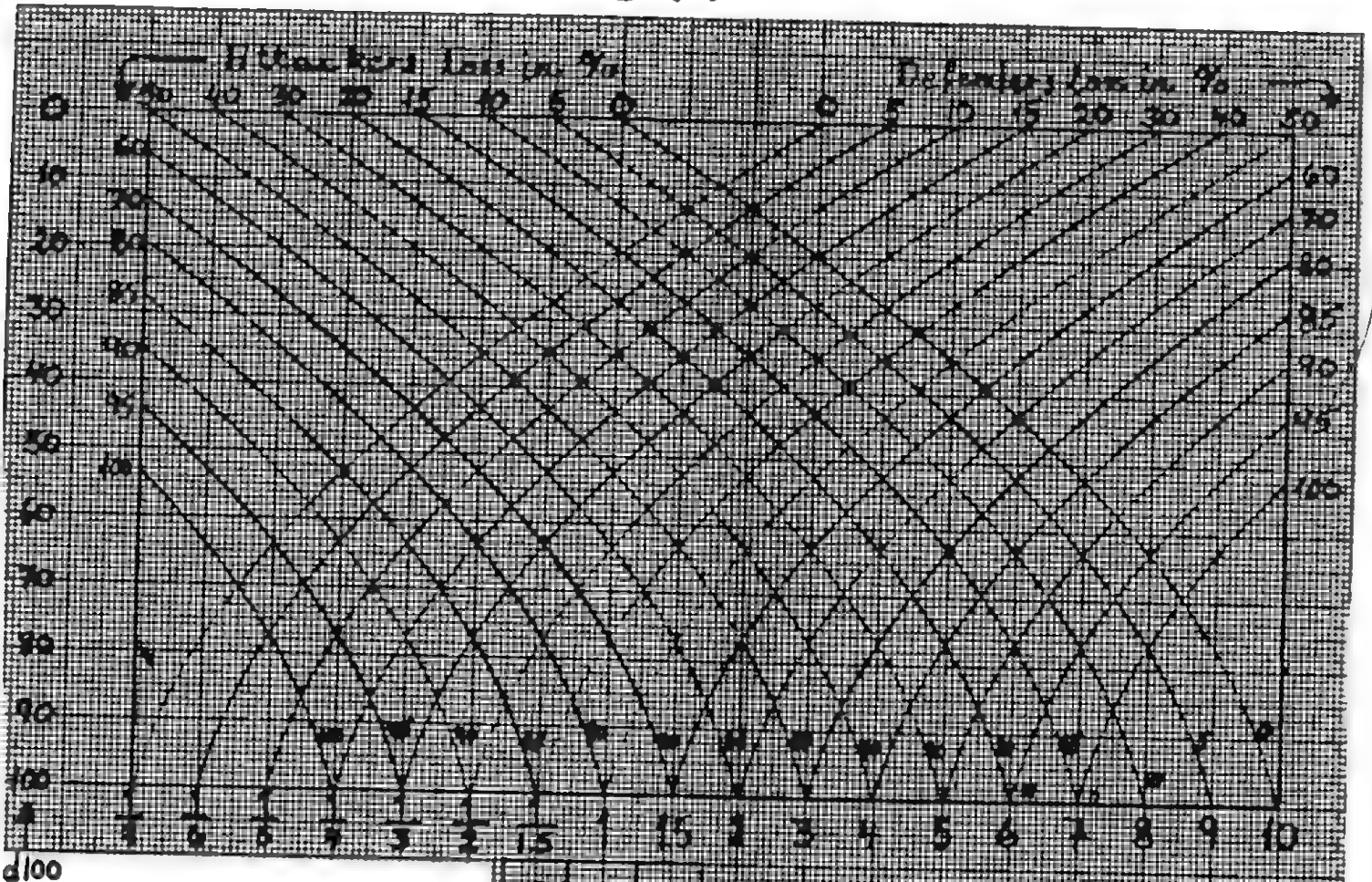
But 3 SPs can be taken as retreats. 1 hex retreated reduce loss with 1 SP. (Exception: If one side of a combat consists of solely armor/mech units and the other side only have infantry units, the armor/mech units can reduce their loss with up to 6 SPs by retreating, using 2 SPs for each hex retreated). American units with trucks count as infantry in this case.

If losses are more than 75%, 1 SP must always be taken as strength loss before any retreats.

1 SP must be taken from each defending armor/mech units in the hex before any losses can be taken from infantry units, but apart from this, losses might be distributed as the defending player likes.

All retreating units in a combat must retreat the same number of hexes, but they do not have to end in the same hex. All retreat must be away from the combat hex.

CRT



SHIFTS:

- Terrain
- German HQ
- German Tiger in attack (9.37)
- Armor vs only Inf
- Air Points, max 1, only attack
- Naval Points, max 2, only attack
- Patton HQ, 1 or 2, (10.26)

-5	-10	-5
0	0	0
+5	+10	+5

↑
DRM

↑
total # of SPs in combat
(Both attacker and defender)

9.921 SMALL DEFENDING UNITS.

Special cases:

1. Only 1 SP is defending:

- 1.1: Loss < 25%: No effect, no SP is lost.
1.2: Loss 25-49%: No SP is lost. But retreat 1 hex. If not possible unit is eliminated. Maximum advance is then 2 hexes.
1.3: Loss 50-74%: Unit can retreat 3 hexes or be eliminated. Maximum advance is 2 hexes if elimination, 3 if retreat.
1.4: Loss >74%: Unit eliminated. Maximum advance is then 2 hexes.

2. Only 2 SPs are defending:

- 2.1: Loss < 25%: No effect, no SP is lost.
2.2: Loss 25-49%: Take 1 SP as loss or retreat 2 hexes
2.3: Loss 50-74%: Take 1 SP as loss or retreat 3 hexes
2.4: Loss >74%: Take 2 SP as loss. Advance is reduced to 2 hexes
Take 1 SP as loss and retreat 3 hexes.

Special case only if defender retreats (not when he is eliminated):

- Case 1.2: Attackers loss is reduced with 1 SP.
Case 1.3: " " " " 2 SPs.
Case 2.2: " " " " 1 SPs.
Case 2.3 and 2.4: " " " " 2 SPs.

This apply only if attacker do not advance.

9.93 RETREAT/ADVANCE/SP LOSSES FOR THE ATTACKER

Remember: ALL ADVANCES ALONG THE "PATH OF RETREAT".(but see 9.931 below).

1: Defender is eliminated.

- A: Attacker take his loss. He can then enter the defended hex and advance 1 more hex if this hex is free of enemies. It can be in EnZOC.
B: Attacker do not advance. His loss is thereby reduced by 1 SP.
C: Attacker cannot retreat to reduce his loss.

2: Defender retreat to reduce his losses.

- A: Attacker advance. He must take his loss before advancing.
Maximum advance= # of hexes defender retreated.
B: Attacker do not advance. His loss is reduced with 1 SP.
C: Attacker retreat one hex. His loss is reduced with 2 SPs. He cannot move in the MPh.

3: Defender stay and take his losses.

- A: Attacker stay. He must also take his loss.
B: Attacker retreat one hex. His loss is reduced with one SP but he cannot move in the MPh.

A DU can affect a possible advance (14.2).

9.931 ADVANCE AS RETREAT.

If the defender was eliminated or retreated 2 or 3 hexes and the victorius unit wants to advance, he must normaly follow the "Path of Retreat". But he have another option as well: If he wanted to get out of a difficult situation any advance could actually make things worse for him, so he can deviate from the path of retreat as long as the "advance" take him into or at least towards his own lines. This advance which actually is a kind of retreat can only be one hex, but it reduce loss as a normal retreat Thus a unit can sometimes end its move adjacent to the defended hex but closer to his own lines.

9.94 RETREAT THROUGH ENEMY ZOC.

A unit can retreat through an EnZOC if a FrU is in that hex. Losses are increased by 1 SP/unit/EnZOCed hex.

EXAMPLE: An armor unit of 8 SPs is attacked by only infantry, and suffers a 5 SP loss. It retreat 3 hexes, the two first is in EnZOC but they contain friendly units. The last hex is vacant and free of EnZOCs. Total losses are therefore: $5+2-6=1$ SP. The +2 is for the two hexes with EnZOCs and the -6 is because it was armor fighting only infantry units

10.0 HEADQUARTERS.

HQ units have 1 SP when defending alone and when taking losses.

11.4. EFFECT OF BEING OUT OF SUPPLY (ATTRITION).

Each friendly supply phase a unit is OOS the owning player roll a d100 for that unit. The result is divided by 4 and rounded as normal so that $81 = 20,25 = 20$ but $82 = 20,5 = 21$. This result is the % loss the unit suffers due to attrition. This loss is always at least 1 SP, but can be up to 25% of the units current strength. Each unit in a stack that is OOS rolls separately, and each suffers at least 1 SP in attrition loss. This loss continue each friendly supply phase until the unit is eliminated or regain supply.

12.0. SUPPLY POINTS.

Each weather phase each player turn (PT), not GT, but starting in xGT3, the AP receives 3 Support Points (SuPs). This is modified as follow:

Each storm PT he rolls a d100. If the result is > 50 he receives 1 SuPs, else he gets 0 SuPs

Each clear PT where the previous PT also was clear he roll a d100. If the result is > 50 he receives 4 SuPs.

Each allied supply phase he adds the SuPs gained in the two previous weather phases and shares them as even as possible between the US and the UK/CAN forces. If the SuPs gained is an uneven number the AP decides which force will get the last SuP.

14.2 REPLACEMENT STRENGTH POINTS (RSP).

Each replacement phase the active player roll 2d6. The GP subtracts 2 from his roll, the AP adds 2 to his*(see below). This modified numbers represents the number of RSPs the player gets this phase. Each RSP used replace 1 infantry strength point, but two RSPs is needed to replace one armor/mech point, but for the allied this will change (see below). Any unit in supply can receive RSPs, but if a unit is adjacent to an EnU, the unit can only receive 1 SP. If it is 2 hexes away from the enemy (1 hex between the unit and the enemy) it may receive 2 SPs, and 3 SPs if it is 3 or more hexes away from the enemy. A stack of three units who are adjacent to an EnU can get 3 SPs as replacement, but each unit can only get one each. The allied player should use all his RSPs on units adjacent to or close to the the enemy as he gets an unlimited number of RSPs to use on units 4 or more hexes away. But no unit can get more than 3 SPs in one replacement phase, and no unit can have its strength increased above its maximum strength. When spending RSPs simply change the marker under the unit receiving replacements. (Note the difference between a RSP and a SP).

As the allied player starts with relatively few troops ashore, but constantly is increasing his power, it seems reasonable that this should be reflected in his replacement allowance as well. Also there should be some restriction on where to place the replacements. If the table below is used this will shift playbalance somewhat in the German's advantage as they will get 2d6-2 right from the start.

*As long as Utah and Omaha is not joined by a common frontline, US points should be distributed as equal as possible to both areas. But if for example Omaha is evacuated, all US replacement

points goes to Utah. The British points suffers no such restriction, place then anywhere. When all beaches are joined, replacement points is produced in a common 2d6+2 roll, (even before GT x6, extra bonus), and can be placed anywhere. Before joining occurs, roll once for the US and once for the British after this schedule:

GT x2	none
GT x3	1d3+1
GT x4	1d4+1
GT x5	1d6
GT x6 onward	1d6+1 (which translates to 2d6+1 when areas are joined.

Allied armor (and mech) repair points, (ARPs). Starting in the allied supply phase of xGT3 the AP gets ARPs. He gets 2 ARPs each clear allied supply phase and 1 ARP each overcast allied supply phase. These ARPs are accumulated and each GT after he has received new ARPs, he roll 3d6. If this roll is less than the total of ARPs he have received so far, he gets no more ARPs, but he can replace armor/mechanized units at a cost of one RSP for 1 SP for the rest of the game.

14.2 DELAY UNITS (DUs).

The GP starts the game with 2 DUs. Each GT beginning with xGT2 he rolls a d10.

On 1-6 he gets one DU.

On 7-10 he gets 2 DUs. When 6 DUs are in play he stops this rolling.

Placement of DUs take place in the German Initial MovementPh, beginning in xGT2 (see 14.23).

The GP cannot have more than 6 DUs in play at a time.

DUs rules are modified as follow:

They have no strength and no ZOC, and they cannot attack or defend. When an allied unit enter a hex with a DU it costs 4 MPs in addition to the terrain cost and 2 SPs of the allied unit must be used to mop up the DU, so until the next Initial Allied MPh the allied unit is reduced with 2SPs.

Allied units of 1 SP cannot enter hexes with DUs.

A DU cannot be placed on Beach hexes.

If a DU is placed in a hex with a German unit and the German unit must retreat, the DU do not retreat.

A DU obtained during the MPh is removed at the start of the next MPh.

A DU obtained during the combat phase (for example during advance after combat) is removed after the next combat phase.

A DU obtained during the MechPh is removed after the next Mech Ph.

15.3 CARPET BOMBING.

Carpet bombing can be performed at an EnU adjacent to or one hex away from a FrU

In these cases roll 1d100, add 20 if the closest allied unit is 1 hex away from target.

On < 11: The attack hits the FrU. Resolve this on the 6:1 column.

On < 25: The attack hits both hexes. Resolve all attack on the 4:1 column.

If several allied hexes can be hit roll random to see which is hit.

On < 40: Stray bombs hit the allied units. Resolve the attack on them on the 2:1 column, while the German is hit on the 5:1

column. Only one allied hex suffers, roll random if several hit.

hexes can be On 40+: All bombs hit the target, roll on 6:1 column.

16.0 HOW TO WIN.

Caen west fell to the allied on july 9 (xGT12), while the eastern part fell on july 18 (GT 21).

The players get extra Victory Points after the following schedule where the numbers indicate VPs for each hex in that players control:

GT	Allied		Axis	
	West	East	West	East
X1	5	8		
x2-x8	1	2		
x9-x12		1		
1-3			1	
4-10			2	1
11-end			4	2

Cherbourg fell on June 26 (xGt8). For each hex of the city in German control after xGT11 the GP gets 1 VP.

St. Lo fell on July 18 (GT1). For each hex of the city in German control after GT3 the GP gets 1 VP.

19.0 ATTACK ACROSS RIVERS.

All units attacking across a minor river have its combat strength reduced to $\frac{2}{3}$ of its current strength for this combat.

All units attacking across a major river have its combat strength reduced to $\frac{1}{3}$ of its current strength for this combat.

There are no column shifts for such attacks.

20.0 SPECIAL EVENTS.

Landing: The landing sequence starts before xGT1. The units landing is considered units as reinforcement in xGT1, even if they land before xGT1 starts. Units scheduled to land on evacuated beaches, cannot enter before GT3. Americans can only enter on Utah and Omaha, British and Canadians can never enter there, but all can enter on allied supply sources.

9.61 All losses must be in SPs, no retreat is possible. This do not apply in xGT1 as stated in 9.61, only in the landing sequence.

xGT1 Germans always moves first.

6.11 Paratroop units cannot move.

6.12 All allied units halve MP. Br/Can Inf move 1/3 in Mech Phase.

6.21 Double German cost to enter hex adjacent to para unit.

6.22 German roll 2d6 to find how many units may move.

6.42 Weather is always clear.

6.51 No Overrun.

6.61 No German disengagements.

11.11 No allied supply determination.

12.0 No allied supply points or command limits

13.0 No replacements.

14.22 Br 27 Arm Brig enter in Mech Phase Attacked at 1:3, no retreat. Unit can be withheld.

14.23 No delay units placement.

15.11 No Naval or Air points.

xGT2 6.11 Paratroop units cannot move.

6.12 All allied units halve MP. Br./Can Inf move 1/3 in Mech Phase.

6.21 Double German cost to enter hex adjacent to para unit.

6.43 Weather is over cast in German PT, and Storm in Allied PT.

11.11 No allied supply determination.

12.0 No allied supply points or command limits

13.0 No replacements.

14.23 German can begin to roll for and place delay units.

15.13 6 Naval points.

xGT3 15.13 6 Naval points

xGT4 - xGT10: 3 Naval points.

xGT5 14.32 VPs for withdrawing Commandoes.

xGT6 6.44 Weather is always storm.

14.32 German VPs for commandoes on map

xGT11 - xGT14 1 Naval point.

xGT14 14.33 Allies gain VPs for exiting Paras

GT1 6.42 Weather is always clear.

14.33 German gains VPs for Paras on map..

GT4 16.1 Allied gets VPs for exiting units.

GT8 14.31 German gains VPs for not exited US Mech Divisions

Carpet bombing: One between xGT5 and GT1, and one between GT2 and end.

For those who wants more variations, several scenarios and some new optional rules + errata can be found in Strategy and Tactics # 103. The variants cover The Battle of Mortain and The Falaise Pocket, while the optional rules covers different attack orders for the allied side and quicker reactions and different strategies for the Germans. Options to include free deployment, french underground and a stronger Atlantic wall.

Omaha Beach Disaster variant.

This variant is the same as the original Expansion game, but Omaha Beach have been played and ended in a total US disaster. The US lost 16 SPs, US 1 Div. have 5 SPs left, US 29 Div. have only 3 SPs left, and the beach had to be evacuated. The German player starts with 10 VPs. The German 916/352 unit lost 3 SPs but it still have 1 SP left. In the coming German MP it moves to 3218, and thereby closing the beach until the German leaves the beach or until it is conquered from the landside. To simulate this the 916/352 unit is placed in 32198 with 1 SP at the start of the game. The two US divisions can enter the game at full strength at GT 1 (not GT x1).

21.0 ABBREVIATIONS.

d6	6 sided die
d10	10 sided die
d100	100 sided die
ARP(s)	Armor Repair Point(s)
AP	Allied Player
CRT	Combat Result Table
DB	Desperate Breakout
DI	Divisional Integrity
DRM	Die Roll Modifier
DU(s)	Delay Unit(s)
EnU(s)	Enemy Unit(s)
EnZOC(s)	Enemy Zone Of Control(s)
FMT	Forced March Table
FrU(S)	Friendly Unit(s)
GT	Game turn (XGT means GT in expanded game)
GP	German Player
MP(s)	Movement Point(s)
MPh	Movement Phase
MechPh	Mechanized Phase
Ph	Phase
PT	Player Turn (First the German PT, then the allied PT)
OOS	Out Of Supply
RSP(s)	Replacement Strength Point(s)
SuP(s)	Supply Point(s)
SP(s)	Strength Point(s)
VP(s)	Victory Point(s)
ZOC	Zone of Control

22.0 TERRAIN EFFECT ON COMBAT AND MOVEMENT.

Terrain	Shifts	Examples	MPs Inf / MPs Mech
Beach	0	x4118	1/2
Beach Town	1	x4219 Courseulles	1/2
Clear	0	3509	1
Clear Bocage	1	3512	2
Clear Bocage Town	2	1307 St. Gilles	2
Clear Bocage City	3	1215 Villedieu	2
Clear Defence Zone	1	x1008	1
Clear Town	1	4503 Dozule	1
Clear City	2	1116 Villedieu	1
Clear City Defence Zone	3	x4420 Douvres	1
Clear City Fortress	4	x1205 Cherbourg	1
Clear Fortress	2	x2319	1
Light forest	0.5	3407	1/2
Light forest Bocage	1.5	1309	2
Light forest Bocage Town	2.5	1516 St. Pois	2
Light forest Town	1.5	4007 Vimont	1/2
Light forest City	2.5	1116 Villedieu	1/2
Light forest Defence Zone	1.5	x1310	1/2
Light forest Fortress	2.5	x1309	1/2
Light forest Hill Bocage	3.5	x1116	All
Hill	2	1117	2/4
Hill Bocage	3	3812 Mt. Pincon	4/All
March	2	x2319	2/P
March Bocage	3	1915	4/P
March Town	3	x3120 Treviers	2/P
Heavy forest	2	4521	2/4
Heavy forest Bocage	3	1717	4/All
Heavy forest Bocage Town	4	1616 St. Sever	4/All
Heavy forest Defence Zone	3	x1009	2/4
Heavy forest Hill	4	4413	All
Heavy forest Hill Bocage	5	2222	All
Heavy forest Hill Bocage Town	6	2322 Ger	All
Heavy forest Hill Bocage City	7	1924 Mortain	All
Minor River	see 19.0		+1/+2
Major River	see 19.0		+2/+4 (see 6.72)
Minor Road	0		1
Major Road	0		1/2

See also 6.75 for movement and 9.35 for combat.

COBRA SETUP AND REINFORCEMENT SCHEDULE.

SETUP:

US				UK				GER			
Place	Unit	SP	Move	Place	Unit	SP	Move	Hex	Unit	SP	Move
Omaha	1 Div	12	8	Gold	50 Div	12	9	x0811	920/243	2	6
	29 Div	12	8		8 Arm	6	12	x0812	922/243	2	6
Utah	4 Div	12	8	Juno	3 Div (C)	12	9	x0917	921/243	2	6
Para	505/82	3	8		2 Arm(C)	4	12	x1208	FTJ	2	6
	507/82	3	8	Sword	3 Div(Init)	12	9	x1309	739/709	2	6
	508/82	3	8					x1606	LXXXIV	4 HQ	12
	501/101	3	8	Comando	1SS	4	8	x1717	1057/91	(3)2	9
	502/101	3	8		2SS	4	8	x1807	729/709	2	6
	506/101	3	8	Glider	3/6	3	8	x1813	1058/91	3	9
					5/6	3	8	x2120	6FJ/91	4	9
					66/6	3	8	x2215	919/709	2	6
								x2818	914/352	4	9
								x3119	916/352	4	9
								x3619	915/352	4	9
								x4020	726/716	2	6
								x4320	736/716	2	6
								x4521	706/716	2	6
								0608	30 Recce	2	12
								3303	192/21 Pz	4	12
								3504	100/21 Pz	7	12
								3604	125/21 Pz	4	12

REINFORCEMENTS

GTx1

Sword	27 Arm	7	12	North	731/711	2	6
					744/711	2	6
					763/711	2	6
					12/12 Pz SS	8	12
East					25/12 Pz SS	5	12
					26/12 Pz SS	5	12

GT x2

Omaha	9/2	5	12	Gold	22/7 Arm	7	12	West	1049/77	3	9
	23/2	5	12		131/7 Arm	5	12		1050/77	3	9
	38/2	5	12	Juno	51 Div	12	9		265	2	6
	102 Recce	3	12	Sword	4 Arm	8	12		266	2	6
Utah	90 Div	12	8						5/3 Para	4	9
									8/3 Para	4	9
									9/3 Para	4	9
								East	130/Lehr	8	12
									901/Lehr	5	12
									902/Lehr	5	12
								South	37/17 Pz SS	2	12
									38/17 Pz SS	2	12

GT x3

Any	9 Div	12	8	Any	49 Div	12	9	East	346	5	6
	41/2 Arm	6	12						2/2 Pz	4	12
	62/2 Arm	6	12						3/2 Pz	8	12
	66/2 Arm	6	12						304/2 Pz	4	12
	4 Recce	4	12						101 Ti SS	2	12
	24 Recce	4	12						1 SS	3 HQ	12
									LXXXI	4 HQ	12

GT x4

Place	Unit	SP	Move	Place	Unit	SP	Move	Hex	Unit	SP	Move
Any	79 Div	12	8	Any	15 Div	12	9	East	31/16Lw	2	6
					29/11 Arm	9	12		32/16Lw	2	6
					159/11 Arm	7	12		45/16Lw	2	6
					31 Arm	7	12	South	II Para	3 HQ	12
					33 Arm	7	12				

GT x5

Any	30 Div	12	8					West	941/353	(3)2	9
									942/353	(3)2	9
									943/353	3	9
								East	XLVII	4 HQ	12

GT x6

Any	83 Div	12	8								
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GT x7

Any	32/3 Arm	6	12	Any	43 Div	12	9	Eas-Sou	977/271	2	9
	33/3 Arm	6	12		34 Arm	7	12		978/271	2	9
	36/3 Arm	6	12						979/271	2	9
									980/272	2	9
									981/272	2	9
									982/272	2	9
								East	503 Ti	2	12

GT x8

Any	106 Recce	4	12	Any	53 Div	12	9	East	1/1 Pz SS	(8)3	12
					59 Div	12	9		1/1 Pz SS	6M	12
									2/2 Pz SS	(6)3	12
									2/2 Pz SS	4M	12
									9/9 Pz SS	(6)3	12
									19/9 Pz SS	5M	12
									10/10 Pz SS	(7)3	12
									21/10 Pz SS	5M	12
									102 Ti SS	2	12
									II SS	3 HQ	12

GT x9

				Any	15/GD Arm	9	12	South	986/276	2	9
					32/GD Arm	7	12		987/276	2	9
									988/276	2	9
									989/277	2	9
									990/277	2	9
									991/277	2	9
									2/1 Pz SS	6	12
									4/2 Pz SS	4	12
									20/9 Pz SS	5	12
									22/10 Pz SS	5	12

GT x11

Any	8 Div	12	8	Any	2 (C)	12	9	West	13/5 Para	3	9
									14/5 Para	3	9
									15/5 Para	3	9

GT x13

Any	35 Div	12	8								
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STANDARD COBRA GAME, continuation. (Setup for the standard game is on the counters, the reinforcements is also as shown here)

GT 1

Place	Unit	SP	Move	Place	Unit	SP	Move	Hex	Unit	SP	Move
Any	5 Div	12	8					East	983/275	2	9
	113 Recce	6	12						984/275	2	9
									985/275	2	9
								No-Ea	957/363	2	9
									958/363	2	9
									959/363	2	9

GT 2

Any	CCA/4	4	12
	CCB/4	4	12
	CCR/4	4	12

GT 3

Any	CCA/4	6	12	Any	6 GD arm	7	12	So-Ea	LVIII	4 HQ	12
	CCB/4	6	12								
	CCR/4	6	12								

GT 4

Any	28 Div	12	8					East	16/116 Pz	6	12
									156/116 Pz	4	12
									160/116 Pz	4	12

GT 5

Any	CCA/5	4	12					East	1051/84	3	9
	CCB/5	4	12						1052/84	3	9
	CCR/5	4	12						1055/89	3	9
	Patton	4HQ	12						1056/89	3	9
									LXXIV	4 HQ	12

GT 6

								South	221/16	2	9
									223/16	2	9
									225/16	2	9

GT 7

Any	80 Div	12	8	Any	4/4(C)	9	12	No-Ea	1053/85	3	9
					10/4(C)	6	12		1054/85	3	9
								South	557/331	2	9
									558/331	2	9
									559/331	2	9
									708	5	6

GT 8

Any	CCA/2F	4	12	Any	3/1P	8	12	South	10/9 Pz	3	12
	CCB/2F	4	12		10/1P	5	12		11/9 Pz	3	12
	CCR/2F	4	12						33/P Pz	6	12
	15 Recce	4	12					East	16/6 Para	3	9
									17/6 Para	3	9
									18/6 Para	3	9

GT 9

Any	2 Recce	3	12					No-Ea	765/242	(2)1	9
	3 Recce	3	12						917/242	2	9
	6 Recce	4	12						918/242	(2)1	9

GT 10

								So-Ea	344	4	6
--	--	--	--	--	--	--	--	-------	-----	---	---

GT 11

Any	CCA/7	4	12					So-Ea	17 Lw	4	6
	CCB/7	4	12						18 Lw	4	6
	CCR/7	4	12						48	4	6
								South	338	4	6
								No-Ea	346	5	6

Why this set of expansion rules? Well, the main reason is the constantly returning frustration that show up in many wargames when relatively large forces on each side fights, and the only result is a step loss, a retreat, or perhaps only a no effect result, no matter how big the engagement was. This is particular common in games like for example the Europa series where retreat and no effect results are quite common. When 10 000 men (or 25 steps) fight another 10 000 men (another 25 steps) it is strange to have a no effect result or 1 step loss to one side. Also in COBRA and many other games, the same unit can in theory fight, fight and fight without suffering any losses at all, while other units are eliminated completely. This can be OK as it works well for gaming purposes in these games, but it actually is a strange concept. In a real war losses is always inflicted on both parts (or at least almost always), and the losses are bigger the larger the combating forces are (I started tinkering with these rules long before Saddam invaded Kuwait). As reflected in the CRTs of most games, losses are bigger for the defender the larger the ratio between the combatants are, but in real life the attacker nearly always also take some loss, at least up to a certain limit. On the other hand small forces will normally take small losses and often no losses at all because one of the parts might retreat and not fight at all. In larger incidents there is also the possibility that losses are reduced because one of the part did not make a stand and fight, but found it more profitable to trade land against losses by retreating. For the attackers part, perhaps they did not always fight so vigorously as they was supposed to when they found out that the enemy was much better entrenched than expected when the attack began. The result can to some extent be similar to a No Effect result, since a unit can retreat and retreat without any loss of strength, but it is the player himself who decides if he will retreat to take his loss in land, or if he will stay in an important hex and take the loss in manpower.

I wanted to try to simulate the real life a bit better and still have a workable game, so I started to work with percentage losses which seemed to be a usable concept. It was difficult to make a system workable with only a six-sided die. Many games use 1d10, but as I already was working with percentage losses why not go all the way to a d100? (Well, well, some 1d6 will still be used).

The resulting system is as you see it here. I have played it quite extensively myself, and the feedback I have got so far is good enough to enable me to send these rules to you, but I am well aware that it probably is not a 100% faultless system yet, so feedback on any problems encountered will be welcomed.

No matter what you think of the system, some of you might get some ideas to work on with, and if you do not like all of the system, there might be aspects of it that works to your satisfaction. The Forced March system for example, might perhaps fall into this category.

Kjell Windsland
Oslo 9 Des 1996

Referat fra Terrorist-spilling 13/11-96.

Vi skulle sprengte gasskraftverket på Måløy. Siden vi ikke hadde sprengstoff dro vi til Nye Nationaltheateret station for å bøffe eksplosiver. Det gikk ikke helt bra...

Etter noen subtile hint fra SL skjønnte vi at sprengstoffet befant seg ved Ruseløkka skole.

(Elementær sikkerhetsregel ved omgang med dynamitt nr. 1: Oppbevar aldri dynamitt inne i tunnelen der det foregår sprengningsarbeider...)

Hr. Veivesenet klarte å bli arrestert, og ble fratatt brekkjernet vårt.

Kvelden etter dro vi ut for å stjele litt X-plosiver. Vi bøffet hele sprengstofflageret, og stakk til Kattås og åpna det med vinkelsliper. Vi møtte politiet på veien tilbake, og han tullingen bak rattet kjørte av veien og kræsja inn i et tre. Med bilen full av sprengstoff.

(Elementær sikkerhetsregel ved omgang med dynamitt nr. 2: Kjør forsiktig når du sitter på et lass dynamitt.)

Ovenstående er et greit eksempel på den typen spillreportasje som liver litt opp i et blad som vårt. Det kunne være greit å få høre hvem det var som sendte inn dette referatet, ettersom vår medarbeider som tok det imot ikke fikk med seg denne detaljen ("Need-to-know"!, vet dere...)

Oppslaget til høyre er et eksempel på pre-release-publisitet for en høyst spillrelevant film: Dramatiseringen av Robert A. Heinleins berømte sf--roman *Starship Troopers*. Den skal regisseres av Paul Verhoeven (*RoboCop*, *Total Recall* etc.). For de som kjenner originalromanen (og regissøren...) burde dette være "nuff said" -- eneste usikkerhetsmoment er vel om dette blir en så ultravoldelig film at den ikke slipper gjennom norsk filmsensur!!! Antatt release i Statene er en eller annen gang til høsten.

KNOW YOUR FOE

REPORT ALL ENCOUNTERS WITH BUGS TO YOUR SUPERVISOR



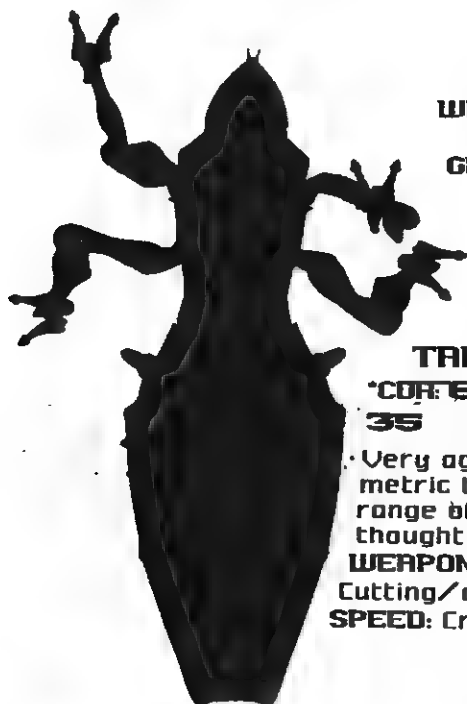
WARRIOR: (UROPYGI)

*CDR: **8 550 kg. 10: 30**

Very aggressive. High agility in any combat environment. Exo-armor can withstand temperatures above 500° c. Low intelligence, excellent follow-through.

WEAPONS: Cutting/chewing mandibles. Jaws exert in excess of 4000 foot-pounds/kg. And attack claws.

GROUND SPEED: Cross country - 40 km/hr.
Acceleration (0 to 50km) 7.2 seconds



TANKER: (AMBLYPYGI)

*CDR: **6 3.5 metric tons 10: 35**

Very aggressive. Fast in tight situations. 1 metric ton bio-corrosive reservoir. Effective range of bio-corrosive is unknown but thought to be under 50 meters.

WEAPONS: Sprays highly bio-corrosive fluid. Cutting/chewing mandibles.
SPEED: Cross country - 15 km/hr.



HOPPER: (OPILIONES)

*CDR: **10 485 kg. 10: 30**

Very aggressive. Jumping and short flight capability.

WEAPONS: Cutting/slashing wings, attack claws, stinger.

GROUND SPEED: See Warrior specs.

JUMP RANGE: 50 meters.

GLIDE RATIO: 1-3

AIR SPEED: Up to 150 km/hr.



PLASMA BUG: (SOLIFUGAE)

*CDR: **2 70 metric tons 10: 18**

Non-aggressive. Generates accelerated burst of high-energy plasma. Effective range thought to be high planetary orbit.

WEAPONS: High-energy plasma.
GROUND SPEED: Less than 2 km/hr.



BRAIN BUG: (CEREBUS REX)

*CDR: **? Dimensions unknown. 10: ?**

May be a very large insect. Two metric tons or more. May be aggressive when confronted. Believed to be capable of reason. May have intuitive and psycho-kinetic powers.

WEAPONS: Evidence of piercing type claw or palp.
SPEED: No data.

**STARSHIP
TROOPERS**

* COMBAT DANGER RATING
© 1996 TriStar Pictures, Inc.

JOIN THE MOBILE INFANTRY

RESULTATER

ARCON XIII

1830

1. Ståle Halvorsen
2. Harald Torvatn
3. Lars Øyen

5th Age

1. May-Linn Tollefsrud
 2. Morten Einar Hagen
Tommy Pedersen
Kjetil W. Syrstad
- Beste GM: Pål Vasdal

Advanced Civilization

1. Ole Bøe
2. Øystein Arnesen
3. Thomas W. Hansen

AD&D Duell

1. Sveinung Svea
2. Tore Kristoffersen
3. Tobias Vignstad

AD&D NM

1. James Kenneth Leembruggen
 2. Trond Saksvik
 3. Jørgen Ganfløt
- Beste GM: Thomas Roel Moen

Age of Renaissance

1. Harald Torvatn
2. Eivind Vetlesen
3. Christian Tellefsem

Axis & Allies Individuell

1. Ukjent
2. Ukjent
3. Ukjent

Axis & Allies Lag

1. Brødrene Wiggen
2. Brødrene Haavorstad

Brittania

1. Trond Ljosdal
2. Hans Torvatn
3. Ståle Halvorsen

Call of Cthulhu Individuell

1. Erik Ystgaard
 2. Karl-André Uten Etternavn
 3. Tor Sandsbraaten
- Beste GM: Niels Elling Wisth

Call of Cthulhu Lag

- Beste lag:
- Rune H. Johansen
Ask Eirik Storsve
Gaute Storsve
Kristian Bergvik
- Beste GM'er (delt 1. plass):
Trond Pedersen
Hans Olai Martinsen

Cyberpunk

- Beste lag:
- Christian Lien
Steinar Bergstøl
Grazyna Deren
Michael B. Esperum
Frode Andersen
- Beste GM: Andreas Aakvik Gogstad

Diplomacy

1. Trond Haukvik (Ved trekning)

Dreampark Demo

Beste lag:

Andreas Åkre Solberg
Svein Brembo
Terje Linto
Hans Petter Evju
Haakon Hval

Beste GM: Roar Granerud

Over the Edge

Beste lag:

Christopher Swahn
Jan Ove Moen
Joakim Ziegler
Even Tømte
Ellinor Lønnå
Yngvild Haugsten Ellefsen

Beste GM: Simen Hagerup

EPIC

1. Arnstein Lona
2. Viggo A. Næss
3. Lars P. Sandbruer

Europa Demo

1. Rune Mortensen
2. Andreas Ørlyng
3. Wiggo Martinsen

Full Thrust

1. Greger Johanson
2. Stig Andersen
3. Christian Tellefsen
Morten Halvorsen

History of the World

1. Ole Bøe
2. Lars Øien
3. Hans Jørgen Lied

Junta

1. Pan B. Christensen
2. Frode Korslund
3. Magnus Jacobsen

Killer

1. Cato Sletvold

Kostymekonk. Halvproff

1. Solveig Stokkeland
2. Erik Pedersen
3. Ellinor Lønnå

Kostymekonk. Original

1. Ingrid Slettner

Kult

Beste lag:

Helge Hiram Jensen
Torgrim Husvik
André Årnes
Andreas Rimala Jensen
Per-Arne Bakken

Beste GM: Simen Hagerup

Battle Ludo

1. Svend Christian Bodin
2. Erik Brenden
3. Jacob Libak

Middle Earth: The Wizards

1. Haakon Thunestvedt
2. Christian Tellefsen
3. Leiv Hodne

Miniatyrmalingkonk.

Klasse Liten:

1. Arnstein Lona

Klasse Medium:

1. Brenda & Remy Spierings

Klasse Monster:

1. Eivind Vetlesen

Klasse Diorama:

1. Oddbjørn Lona

Magic: The Gathering

1. Håkon Monsen
2. Marius Johnsen
3. Thomas Refsdal
Morgan Karlson

Nuclear War

1. Jacob Libak
2. Rolf Andreas Gallefoss
3. Signe Kristin Løberg

OG the Caveman

Beste lag:

Ole Petter Harbitz
Øyvind Krusedokken
Petter T. Hansen
Herman Andresen
Lars Ellingsen
Lars Weydahl

Beste GM: Jørn Pedersen

Paranoia

Beste lag:

Jo-Herman Haugthot
Nikolai Steineger
Jan Grue
Haakon Hval
Mats Storebeier
Stig A. Andersen

Beste GM: Helle Buvik

RISK

1. Simon A. Burman
Erik Pedersen
3. Daniel Skarpås

Resultatserviceturnering

Chief Computing Officer:

Joakim Solhaug

Artificial Intelligence Officer:

Trygve Øisjøfoss

Computing Officer:

Aslak Berby

Shadowrun

Beste lag:

Erlend Vinsand
Øyvind Nettland
Ole Edsberg
Björgulf Haukelidsæter
Steinar Kaarstein

Beste GM:

Martin Nesbakken

Shattered Dreams

1. Sven Trygve Haabeth
2. Geir Amdahl
3. Brita Karlsen

Beste GM: Ole Fredrik von Krogh

Spilledermesterskapet

1. Helge Hiram Jensen
Niels Elling Wisth
3. Jan Ove Moen

Star Wars

1. Martin C. Strømsheim
2. Chistopher Swahn
3. Odd Bjørn Salte
Ola Ystgaard
Tord Kvale
Andreas Lenngren

Beste GM: Kenneth Leembruggen

Tegnekonk Live

1. Arnt Christian Mølback
2. Petter M. Berget
3. Solveig Stokkeland

Tegnekonk Medbragt

1. Arnt Christian Mølback
2. Tor Uten Etternavn
3. Bjørn Berdal

Terrorist

Beste lag:

Stian Myrvold
Rino Grepperud
Jan Erik Johansen
Fredrik Andreassen
Kjetil Syrstad

Beste GM:

Leif Frode Jensen

Titan

1. Ole Bøe
2. Piet Skjæveland
3. Bjørn Bugge

Toon

Beste lag:

Magnus Samuelsson
Espen L. Larsen
Trine Lise Lindahl
Jon Hertaas
Rolv Mørk

Beste GM:

Iver Stubbald

Twilight 2000

1. Bendik Kaltenborn
2. Mikael Løvbrøtte
3. Aslak Berg

Beste GM: Tom E. Brorsen

Vampire

Beste lag:

Jim Dahl
Glenn Christian Hansen
Margareth Dahl
Chisten Faye
Trond Saksvik
Jørgen Fjeld Svarstad

Beste GM:

Niels Elling Wisth

Warhammer 40K

1. Lars Erik Bøe
2. Tomas André Sandnes
3. Frank Skeivoll Olsen

Warhammer FB

1. Peter Molnær
2. Arne Risa

Warhammer RPG

Beste lag:

Erling Rognli
Fred Viktor Danielsen
Kjetil Flåten
Eigil Haugen
Frode Andersen

Beste GM:

Kay Olsen

Werewolf

Beste lag:

Marius Frøisland
Tom Roger Nordmo
Eivind Sletner
Kai. Ø. Søvde

Beste GM:

Niels Elling Wisth

Wrasslin

1. "Prinsesser på vift"

Håkon Gaut
Hilde Austlid

2. "Bonecrushers"

Bjørn Bugse
Per Øystein Bentstuen

Warzone

1. Erik Brenda
2. Andreas Johansen
3. Thomas Rud

Beste SL Sum

1. Niels Elling Wisth
2. Thomas Roel Moen
3. Trond Pedersen

Beste SL Høyest Enkeltres.

1. Hans Olai Martinsen
2. Trond Pedersen
3. Per-Kristian Stoveland

Dyrisk levende

Den planlagte superkinoen på Aker Brygge skal utvides med Skandinavias første simulatorkino. Her vil publikum bli spent fast med sikkerhetsbelter, mens salen og stolene beveger seg i takt med halsbrekkende stunt på lerretet.

Av SIV EIDE

– Loopen på Tusenfryd blir rene søndagsturen i forhold. Når en bil hopper på lerretet, hopper stolen synkront med bilen, forteller Terje Kristiansen, kjent som mannen til regissør Vibeke Løkkeberg.

Han er prosjektleder for den nye superkinoen på Aker Brygge, som skal stå ferdig i februar neste år. I tillegg til simulatorkinoen skal komplekset ha en sal for visning av både to- og tredimensjonale filmer på gigantisk lerret med sylskarp billed- og lyd-kvalitet.



Terje Kristiansen

Sugd inn i filmen

Simulatorkinoen, eller ridekinoen som den også kalles, er innredet som en vanlig sal med 18 seter. Det som er nytt er at lerretet er formet som en 180 graders halvsirkel og at stolene er utrustet med sikkerhetsbelter. Når handlingen starter, be-

gynner salen og stolene å bevege seg.

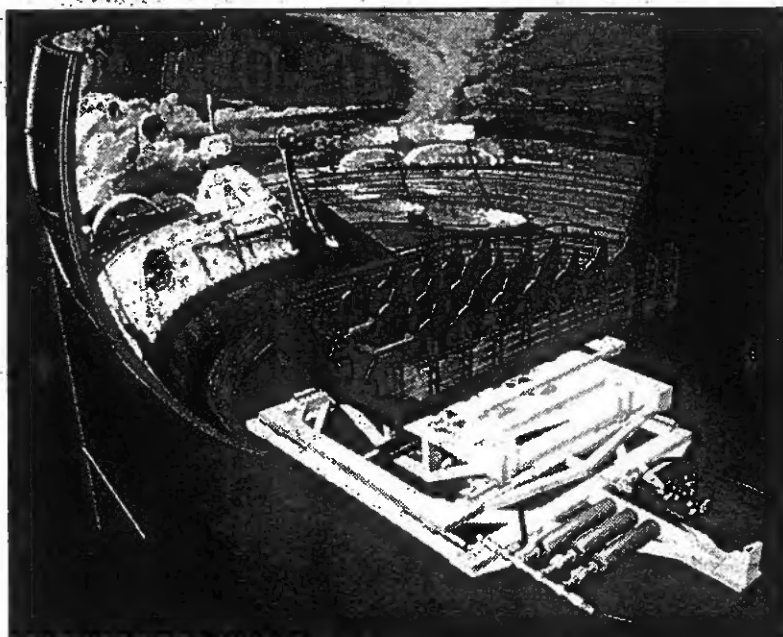
– Det er vanvittig spennende. Du blir sugd inn i handlingen og klarer ikke å skille mellom fiksjon og virkelighet, forteller Terje Kristiansen.

Strikkhopp

De typiske simulatorfilmene er spennings- og naturfilmer av typen «på grensen av det fysisk mulige». Det kan være strikkhopping, bilrace, reiser i verdensrommet, dykking etter haier, alpinsport eller jagerflyging.

– Den første simulatorfilmen jeg så var en skateboard-film hvor kameraet var festet på tuppen av skateboaret. Det gikk så fort at jeg måtte legge meg på siden av stolen for å prøve å bremse, ler han.

– Filmene varer bare i 10–15 minutter. Lenger klarer ikke publikum å holde ut av gangen.



SPRENGER GRENSER: Både stolene og salen beveger seg i simulatorkinoen mens du kjører bilrace, hopper i strikk, tar en tur i verdensrommet eller dykker etter haier.

Superkinoen skal ligge på Aker Brygge, ved siden av Vestbanen, og byggingen startet tidligere i sommer. Prosjektet er finansiert av Lindstow Eiendom og vil koste nærmere 70 millioner kroner.

Populært

– Vi regner med at dette er en god investering. Imax-

teknikken, som er nært knyttet til forskningsverdenen, er uhyre avansert og nyskapende. I USA og Canada har tilsvarende kinokompleks blitt kjempopulære. Det finnes to simulatorkinoer i Europa, en i München og en i Barcelona, men Aker Brygge får Skandinavias første.

EX CATHEDRA

spalten til Johannes H. Berg (formann for Ares Bjølsen + administrator for ARCON)

Det er noe ganske spesielt når Ares' medlemsblad nå har nådd frem til sitt 200. nummer. PHOBOS er blitt utgitt jevnt og trutt gjennom snart ni år nå, og *det* er faktisk temmelig enestående i vår sammenheng. Men selve jubileet blir omtalt i en egen artikkel i inneværende nummer, såvel som på førstesiden (i hovedoppslaget og Redaksjoneltspalten...) så jeg regner med at det er blitt dekket i tilstrekkelig grad.

Hva betyr det så for Ares å ha et regelmessig utkommende medlemsblad? Jo, i likhet med de fleste foreninger har begge Ares'ene, både Bjølsen og Blindern, et informasjonsbehov overfor medlemmene. Dette vil selvsagt variere med årstiden -- nå i sommer har det utvilsomt vært mindre enn ellers i året -- men vil prinsipielt alltid være tilstede. Ved å satse på et høyfrekvent medlemsblad (det er ihvertfall det vi synes et blad som kommer ut 23 ganger i året kan kalles), vil man nå ut til folk med informasjon til omtrent annethvert møte, og det burde være tilstrekkelig i de fleste sammenhenger. Særlig når det gjelder møteprogram, spillturneringer, turer til kongresser etc. er PHOBOS velegnet som informasjonsbærer.

Etter at PHOBOS begynte å komme ut som medlemsblad både for Ares Blindern og Bjølsen, fra og med 1997, har vi selvsagt økt både opplag og distribusjon. Ambisjonsnivået er også hevet en smule, selv om mengden med faste bidragsytere egentlig ikke er steget så veldig. Ares Blindern har jo ikke hatt noen egentlig medlemsblad-tradisjon tidligere, til

tross for et par gode forsøk med DEIMOS tidlig på 90-tallet. Det er imidlertid mulig å få til en jevnlig utkommende publikasjon selv om det er forholdsvis tynt mellom medlemmenes bidrag, det har vi jo allerede bevist med dette bladet her. Redaksjonen selv har de siste par-tre årene stått for ca. 90% av det originalskevne stoffet (og så godt som 100% av alle klipp etc.! Hvorfor ikke rett & slett bidra til PHOBOS ved å sende oss ett eller annet noenlunde relevant, hentet fra pressen, Nettet e.l.? Om vi har sett det selv, vil du allikevel bli kreditert for positiv innsats...).

Samtidig er altså bladet vårt ment å være et organ der også hvert enkelt medlem skal slippe til med sine egenproduserte ting. Derfor vil vi gjerne nok en gang få fremheve: PHOBOS er åpent for **alle** slags innslag, bare så lenge de har en viss spillrelevans (i det minste ved at de er skrevet av et av våre medlemmer!). Det behøver ikke være så høyt ambisjonsnivå på spillrapporten, bokomtalen eller "game-fiction"en for at vi kan tenke oss å bruke den, selv om vi også har refusert helt uleselige innlegg ved enkelte tidligere anledninger. Ta kontakt med de redaksjonsmedlemmene som vanligvis ferdes på Blindern og Bjølsen, Johannes H. Berg og Herman Ellingsen (eller, på Blindern, levér inn materiale til Ares' formann, Thomas Refsdal). Vi ser frem til å høre fra dere!

Johannes H. Berg

30.Mar.97 19.10.49

I can't take your words anymore
true or false
I turn my back on you
And I feel shame

Am I the one to blame?
Too long I have been yours
Locked behind your doors
Now I yearn for the freedom
you said you gave me

Leaving you behind
makes me wonder
Am I disappointing you?
I tell myself I shouldn't care
But I still do

Too long have I been yours
Don't know if I can let go
You told me this was truth
I can't believe it any more.

Ragnhild Evensen